

[Books] Java Performance And Scalability A Quantitative Approach

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Java Performance and Scalability-Dr Henry H Liu 2012-07-01 Written in Henry Liu's clear, concise style, Java Application Performance and Scalability gets right to the point. With clearly explained concepts, most pertinent theories, precise step-by-step procedures, and large volume of illustrative charts and tables with highly reliable data supporting behind, you gain quickly the necessary knowledge and skills for being able to cope with Java application performance and scalability issues without having to resort to more experienced professionals or expensive external consultants. Specifically, it helps you learn the following knowledge and skills that are essential for you to become more effective in contributing to the success of your organization: * What you need to know at minimum about the architecture of modern hardware so that you can make smart decisions on when you should pour your time on your application and when you can just throw in more advanced hardware to get by. * What you need to know about garbage collection theories in general and how they are implemented with widely used Java Virtual Machines like HotSpot JVMs. * Precise methodologies, procedures, and programs that you can start to use immediately to help you profile and tune your Java applications. * How you can design and build performance and scalability into your product proactively without having to face tough retrofitting decisions or even torrents of customer escalations later on. In addition, the book contains interesting data for your reference, associated with oops compression, CMS garbage collection tuning, DoEscapeAnalysis, G1 versus CMS comparison, etc., all based on full scale, rigorous performance and scalability tests with real products.

Java Performance and Scalability: Server-side programming techniques-Dov Bulka 2000 PLEASE PROVIDE DESCRIPTION

Java Performance and Scalability-Henry Liu 2013 Written in Henry Liu's clear, concise style, Java Performance and Scalability gets right to the point. With clearly explained concepts, most pertinent theories, precise step-by-step procedures, and large volume of illustrative charts and tables with highly reliable data supporting behind, you gain quickly the necessary knowledge and skills for being able to cope with Java application performance and scalability issues without having to resort to more experienced professionals or expensive external consultants. Specifically, it helps you learn the following knowledge and skills that are essential for you to become more effective in contributing to the success of your organization: * What you need to know at minimum about the architecture of modern hardware so that you can make smart decisions on when you should pour your time on your application and when you can just throw in more advanced hardware to get by. * What you need to know about garbage collection theories in general and how they are implemented with widely used Java Virtual Machines like HotSpot JVMs. * Precise methodologies, procedures, and programs that you can start to use immediately to help you profile and tune your Java applications. * How you can design and build performance and scalability into your product proactively without having to face tough retrofitting decisions or even torrents of customer escalations later on. * Optimizing and tuning Java performance and scalability on Linux with comparison between Linux and Windows. * CPU frequency scaling benefits and side effects with Intel's Turbo Boost Technology on Linux and Windows. In addition, the book contains interesting data for your reference, associated with oops compression, CMS garbage collection tuning, DoEscapeAnalysis, G1 versus CMS comparison, Linux versus Windows, CPU frequency scaling benefits and side effects with Intel's Turbo Boost Technology on Linux and Windows, etc., all based on full scale, rigorous performance and scalability tests with real products. Building Scalable and High-performance Java Web Applications Using J2EE Technology-Greg Barish 2002 Scaling Java enterprise applications beyond just programming techniques--this is the next level. This volume covers all the technologies Java developers need to build scalable, high-performance Web applications. The book also covers servlet-based session management, EJB application logic, database design and integration, and more.

Java Performance Tuning-Jack Shirazi 2003-01-21 Helps readers eliminate performance problems, covering topics including bottlenecks, profiling tools, strings, algorithms, distributed systems, and servlets.

Java Performance-Scott Oaks 2020-02-11 Coding and testing are generally considered separate areas of expertise. In this practical book, Java expert Scott Oaks takes the approach that anyone who works with Java should be adept at understanding how code behaves in the Java Virtual Machine—including the tunings likely to help performance. This updated second edition helps you gain in-depth knowledge of Java application performance using both the JVM and the Java platform. Developers and performance engineers alike will learn a variety of features, tools, and processes for improving the way the Java 8 and 11 LTS releases perform. While the emphasis is on production-supported releases and features, this book also features previews of exciting new technologies such as ahead-of-time compilation and experimental garbage collections. Understand how various Java platforms and compilers affect performance Learn how Java garbage collection works Apply four principles to obtain best results from performance testing Use the JDK and other tools to learn how a Java application is performing Minimize the garbage collector's impact through tuning and programming practices Tackle performance issues in Java APIs Improve Java-driven database application performance

Enterprise Java Performance-Steven L. Halter 2001

Maximizing Performance and Scalability with IBM WebSphere-Adam Neat 2008-01-01 * Describes the IBM WebSphere versions 4.0 and 5.0 architecture from a nuts and bolts level, giving visibility to the technology and underlying WebSphere platform design * Describes how to proactively manage the performance of an IBM WebSphere v4 or v5 platform * Thorough descriptions of tuning WebSphere with performance and robustness in mind * Teaches the reader how to develop custom IBM WebSphere performance monitoring and management tools

Java Performance-Charlie Hunt 2012 The ONLY complete, up-to-date guide to all aspects of Java performance • •The first one-stop guide to identifying, isolating, and fixing Java performance issues on multicore and multiprocessor processor platforms - from two of Sun's leading Java performance experts. •Includes crucial new insights into microbenchmarking found nowhere else. •Contains up-to-the-minute coverage of Java optimization, including migration of older applications. Given Java's ubiquity and indispensability, Java software performance is of crucial importance to millions of developers worldwide. The emergence of multi-core systems and the evolution of the Java platform give developers many new opportunities to optimize performance. Now, three of Sun's leading Java performance experts have written the first start-to-finish guide to optimizing Java performance in today's multi-core systems. Java Performance gives developers, designers, and architects all the information they need to leverage Java's performance and scalability abilities on any modern multicore or multiprocessor system. This book's end-to-end coverage addresses all these topics: monitoring and profiling; the effective use of garbage collection and other language features; adaptive and platform-specific tuning; techniques for maximizing scalability; and much more. The authors' extensive benchmarking coverage includes an indispensable introduction to effective microbenchmarks - including guidance on avoiding the common microbenchmarking mistakes that mislead developers into writing badlyperforming software. The book also contains a complete section on Java performance enhancement, including opportunities and challenges associated with migrating software from Java 1.4.2 and Java 5 - issues that more and more Java developers are now facing.

Performance Analysis for Java Web Sites-Stacy Joines 2003 Targeting the critical issue of performance, this guide shows how to resolve bottlenecks, increase speed, and get better overall performance for Java Websites. The author team is a group of seasoned performance experts who have helped hundreds of customers resolve enterprise Website performance issues.

Software Architecture with Spring 5.0-René Enríquez 2018-08-31 Discover how different software architectural models can help you solve problems, and learn best practices for the software development cycle Key Features Learn

concepts related to software architecture and embrace them using the latest features of Spring 5 Discover architectural models and learn when to apply them Gain knowledge of architectural principles and how they can be used to provide accountability and rationale for architectural decisions Book Description Spring 5 and its ecosystem can be used to build robust architectures effectively. Software architecture is the underlying piece that helps us accomplish our business goals whilst supporting the features that a product demands. This book explains in detail how to choose the right architecture and apply best practices during your software development cycle to avoid technical debt and support every business requirement. Choosing the right architecture model to support your business requirements is one of the key decisions you need to take when a new product is being created from scratch or is being refactored to support new business demands. This book gives you insights into the most common architectural models and guides you when and where they can be used. During this journey, you'll see cutting-edge technologies surrounding the Spring products, and understand how to use agile techniques such as DevOps and continuous delivery to take your software to production effectively. By the end of this book, you'll not only know the ins and outs of Spring, but also be able to make critical design decisions that surpass your clients' expectations. What you will learn Understand the key principles of software architecture Uncover the most common architectural models available Analyze scenarios where an architecture model should be used Implement agile techniques to take your software to production Secure the products you are working on Master tricks that will help you build high-performant applications Use cutting-edge technologies to build products Who this book is for If you're an experienced Spring developer aspiring to become an architect of enterprise-grade applications, this book is for you. It's also ideal for software architects who want to leverage Spring to create effective application blueprints.

Pro .NET Memory Management-Konrad Kokosa 2018-11-12 Understand .NET memory management internal workings, pitfalls, and techniques in order to effectively avoid a wide range of performance and scalability problems in your software. Despite automatic memory management in .NET, there are many advantages to be found in understanding how .NET memory works and how you can best write software that interacts with it efficiently and effectively. Pro .NET Memory Management is your comprehensive guide to writing better software by understanding and working with memory management in .NET. Thoroughly vetted by the .NET Team at Microsoft, this book contains 25 valuable troubleshooting scenarios designed to help diagnose challenging memory problems. Readers will also benefit from a multitude of .NET memory management "rules" to live by that introduce methods for writing memory-aware code and the means for avoiding common, destructive pitfalls. What You'll Learn Understand the theoretical underpinnings of automatic memory management Take a deep dive into every aspect of .NET memory management, including detailed coverage of garbage collection (GC) implementation, that would otherwise take years of experience to acquire Get practical advice on how this knowledge can be applied in real-world software development Use practical knowledge of tools related to .NET memory management to diagnose various memory-related issues Explore various aspects of advanced memory management, including use of Span and Memory types Who This Book Is For .NET developers, solution architects, and performance engineers

Java Message Service-David A Chappell 2000-12-04 This book is a thorough introduction to Java Message Service (JMS), the standard Java application program interface (API) from Sun Microsystems that supports the formal communication known as "messaging" between computers in a network. JMS provides a common interface to standard messaging protocols and to special messaging services in support of Java programs. The messages exchange crucial data between computers, rather than between users--information such as event notification and service requests. Messaging is often used to coordinate programs in dissimilar systems or written in different programming languages.Using the JMS interface, a programmer can invoke the messaging services of IBM's MQSeries, Progress Software's SonicMQ, and other popular messaging product vendors. In addition, JMS supports messages that contain serialized Java objects and messages that contain Extensible Markup Language (XML) pages.Messaging is a powerful new paradigm that makes it easier to uncouple different parts of an enterprise application. Messaging clients work by sending messages to a message server, which is responsible for delivering the messages to their destination. Message delivery is asynchronous, meaning that the client can continue working without waiting for the message to be delivered. The contents of the message can be anything from a simple text string to a serialized Java object or an XML document.Java Message Service shows how to build applications using the point-to-point and publish-and-subscribe models; how to use features like transactions and durable subscriptions to make an application reliable; and how to use messaging within Enterprise JavaBeans. It also introduces a new EJB type, the MessageDrivenBean, that is part of EJB 2.0, and discusses integration of messaging into J2EE.

Oracle Database Performance and Scalability-Henry H. Liu 2011-10-24 The innovative performance and scalability features with each newer edition of the Oracle database system can present challenges for users. This book teaches software developers and students how to effectively deal with Oracle performance and scalability issues throughout the entire life cycle of developing Oracle-based applications. Using real-world case studies to deliver key theories and concepts, the book introduces highly dependable and ready-to-apply performance and scalability optimization techniques, augmented with Top 10 Oracle Performance and Scalability Features as well as a supplementary support website.

Java Concurrency in Practice-Tim Peierls 2006-05-09 Threads are a fundamental part of the Java platform. As multicore processors become the norm, using concurrency effectively becomes essential for building high-performance applications. Java SE 5 and 6 are a huge step forward for the development of concurrent applications, with improvements to the Java Virtual Machine to support high-performance, highly scalable concurrent classes and a rich set of new concurrency building blocks. In Java Concurrency in Practice , the creators of these new facilities explain not only how they work and how to use them, but also the motivation and design patterns behind them. However, developing, testing, and debugging multithreaded programs can still be very difficult; it is all too easy to create concurrent programs that appear to work, but fail when it matters most: in production, under heavy load. Java Concurrency in Practice arms readers with both the theoretical underpinnings and concrete techniques for building reliable, scalable, maintainable concurrent applications. Rather than simply offering an inventory of concurrency APIs and mechanisms, it provides design rules, patterns, and mental models that make it easier to build concurrent programs that are both correct and performant. This book covers: Basic concepts of concurrency and thread safety Techniques for building and composing thread-safe classes Using the concurrency building blocks in java.util.concurrent Performance optimization dos and don'ts Testing concurrent programs Advanced topics such as atomic variables, nonblocking algorithms, and the Java Memory Model

Java EE 8 Design Patterns and Best Practices-Rhuan Rocha 2018-08-10 Get the deep insights you need to master efficient architectural design considerations and solve common design problems in your enterprise applications. Key Features The benefits and applicability of using different design patterns in JAVA EE Learn best practices to solve common design and architectural challenges Choose the right patterns to improve the efficiency of your programs Book Description Patterns are essential design tools for Java developers. Java EE Design Patterns and Best Practices helps developers attain better code quality and progress to higher levels of architectural creativity by examining the purpose of each available pattern and demonstrating its implementation with various code examples. This book will take you through a number of patterns and their Java EE-specific implementations. In the beginning, you will learn the foundation for, and importance of, design patterns in Java EE, and then will move on to implement various patterns on the presentation tier, business tier, and integration tier. Further, you will explore the patterns involved in Aspect-Oriented Programming (AOP) and take a closer look at reactive patterns. Moving on, you will be introduced to modern architectural patterns involved in composing microservices and cloud-native applications. You will get acquainted with security patterns and operational patterns involved in scaling and monitoring, along with some patterns involved in deployment. By the end of the book, you will be able to efficiently address common problems faced when developing applications and will be comfortable working on scalable and maintainable projects of any size. What you will learn Implement presentation layers, such as the front controller pattern Understand the business tier and implement the business delegate pattern Master the implementation of AOP Get involved with asynchronous EJB methods and REST services Involve key patterns in the adoption of microservices architecture Manage performance and scalability for enterprise-level applications Who this book is for Java developers who are comfortable with programming in Java and now want to learn how to implement design patterns to create robust, reusable and easily maintainable apps.

Java Cookbook-Ian F. Darwin 2014-06-25 From lambda expressions and JavaFX 8 to new support for network programming and mobile development, Java 8 brings a wealth of changes. This cookbook helps you get up to speed right away with hundreds of hands-on recipes across a broad range of Java topics. You'll learn useful techniques for everything from debugging and data structures to GUI development and functional programming. Each recipe includes self-contained code solutions that you can freely use, along with a discussion of how and why they work. If you are familiar with Java basics, this cookbook will bolster your knowledge of the language in general and Java 8's main APIs in particular. Recipes include: Methods for compiling, running, and debugging Manipulating, comparing, and rearranging text Regular expressions for string- and pattern-matching Handling numbers, dates, and times Structuring data with collections, arrays, and other types Object-oriented and functional programming techniques Directory and filesystem operations Working with graphics, audio, and video GUI development, including JavaFX and handlers Network programming on both client and server Database access, using JPA, Hibernate, and JDBC Processing JSON and XML for data storage Multithreading and concurrency

Java Programming with CORBA-Gerald Brose 2001-07-05 The leading guide for Java developers who build businessapplications with CORBA Acknowledged experts present advanced techniques and real-worldexamples for building both

simple and complex programs using Java with CORBA. The authors begin with a quick overview of CORBA, Java, object request brokers (ORBs), and EJB components, then quickly move on to show how to use them to build complete Java applications. This new volume features in-depth code examples, as well as expanded coverage of cutting-edge topics, including Portable Object Adaptor (POA), Remote Method Invocation (RMI) over IIOP, and EJB.

Apache Ignite Quick Start Guide-Sujoy Acharya 2018-11-30 Build efficient, high-performance & scalable systems to process large volumes of data with Apache Ignite Key Features Understand Apache Ignite's in-memory technology Create High-Performance app components with Ignite Build a real-time data streaming and complex event processing system Book Description Apache Ignite is a distributed in-memory platform designed to scale and process large volume of data. It can be integrated with microservices as well as monolithic systems, and can be used as a scalable, highly available and performant deployment platform for microservices. This book will teach you to use Apache Ignite for building a high-performance, scalable, highly available system architecture with data integrity. The book takes you through the basics of Apache Ignite and in-memory technologies. You will learn about installation and clustering Ignite nodes, caching topologies, and various caching strategies, such as cache aside, read and write through, and write behind. Next, you will delve into detailed aspects of Ignite's data grid: web session clustering and querying data. You will learn how to process large volumes of data using compute grid and Ignite's map-reduce and executor service. You will learn about the memory architecture of Apache Ignite and monitoring memory and caches. You will use Ignite for complex event processing, event streaming, and the time-series predictions of opportunities and threats. Additionally, you will go through off-heap and on-heap caching, swapping, and native and Spring framework integration with Apache Ignite. By the end of this book, you will be confident with all the features of Apache Ignite 2.x that can be used to build a high-performance system architecture. What you will learn Use Apache Ignite's data grid and implement web session clustering Gain high performance and linear scalability with in-memory distributed data processing Create a microservice on top of Apache Ignite that can scale and perform Perform ACID-compliant CRUD operations on an Ignite cache Retrieve data from Apache Ignite's data grid using SQL, Scan and Lucene Text query Explore complex event processing concepts and event streaming Integrate your Ignite app with the Spring framework Who this book is for The book is for Big Data professionals who want to learn the essentials of Apache Ignite. Prior experience in Java is necessary.

Java Concurrency in Practice-Tim Peierls 2006-05-09 Threads are a fundamental part of the Java platform. As multicore processors become the norm, using concurrency effectively becomes essential for building high-performance applications. Java SE 5 and 6 are a huge step forward for the development of concurrent applications, with improvements to the Java Virtual Machine to support high-performance, highly scalable concurrent classes and a rich set of new concurrency building blocks. In Java Concurrency in Practice, the creators of these new facilities explain not only how they work and how to use them, but also the motivation and design patterns behind them. However, developing, testing, and debugging multithreaded programs can still be very difficult; it is all too easy to create concurrent programs that appear to work, but fail when it matters most: in production, under heavy load. Java Concurrency in Practice arms readers with both the theoretical underpinnings and concrete techniques for building reliable, scalable, maintainable concurrent applications. Rather than simply offering an inventory of concurrency APIs and mechanisms, it provides design rules, patterns, and mental models that make it easier to build concurrent programs that are both correct and performant. This book covers: Basic concepts of concurrency and thread safety Techniques for building and composing thread-safe classes Using the concurrency building blocks in java.util.concurrent Performance optimization dos and don'ts Testing concurrent programs Advanced topics such as atomic variables, nonblocking algorithms, and the Java Memory Model

Hands-On High Performance with Spring 5-Chintan Mehta 2018-06-12 A hands-on guide to creating, monitoring, and tuning a high performance Spring web application Key Features Understand common performance pitfalls and improve your application's performance Build and deploy strategies for complex applications using the microservice architecture Understand internals of JVM - the core of all Java Runtime Environments Book Description While writing an application, performance is paramount. Performance tuning for real-world applications often involves activities geared toward detecting bottlenecks. The recent release of Spring 5.0 brings major advancements in the rich API provided by the Spring framework, which means developers need to master its tools and techniques to achieve high performance applications. Hands-On High Performance with Spring 5 begins with the Spring framework's core features, exploring the integration of different Spring projects. It proceeds to evaluate various Spring specifications to identify those adversely affecting performance. You will learn about bean wiring configurations, aspect-oriented programming, database interaction, and Hibernate to focus on the metrics that help identify performance bottlenecks. You will also look at application monitoring, performance optimization, JVM internals, and garbage collection optimization. Lastly, the book will show you how to leverage the microservice architecture to build a high performance and resilient application. By the end of the book, you will have gained an insight into various techniques and solutions to build and troubleshoot high performance Spring-based applications. What you will learn Master programming best practices and performance improvement with bean wiring Analyze the performance of various AOP implementations Explore database interactions with Spring to optimize design and configuration Solve Hibernate performance issues and traps Leverage multithreading and concurrent programming to improve application performance Gain a solid foundation in JVM performance tuning using various tools Learn the key concepts of the microservice architecture and how to monitor them Perform Spring Boot performance tuning, monitoring, and health checks Who this book is for If you're a Spring developer who'd like to build high performance applications and have more control over your application's performance in production and development, this book is for you. Some familiarity with Java, Maven, and Eclipse is necessary.

Professional Oracle WebLogic Server-Robert Patrick 2010-12-20 Authoritative guide to Oracle WebLogic Server-from Oracle insiders If you're an experienced Java developer who wants to expand your skills, Professional Oracle WebLogic Server is the perfect guide for you. This book is written by a top-notch author team that includes one of the lead architects from Oracle's Fusion Middleware Development Architects team. Follow their best practices, workarounds, and sound techniques and confidently develop even the most mission-critical applications with WebLogic Server. This book fully covers WebLogic Server 11g, including the new features of both JEE 5 and WebLogic Server, as well as JEE 5 annotations, Spring, JPA, JAX-WS, JMS Store-And-Forward, SAML support, and the WLST administrative scripting tool. This book is the authoritative guide to Choosing a Web application architecture Best practices for development and production environments Designing an Java EE application Building Enterprise JavaBeans in WebLogic Server Building an EJB application Packaging and deploying WebLogic web applications Developing and deploying web services Using WebLogic JMS Using WebLogic security Administering and deploying applications in WebLogic Server Optimizing WebLogic Server performance

Java Concurrency in Practice-Brian Goetz 2006 Provides information on building concurrent applications using Java.

Java Web Services Unleashed-Robert J. Brunner 2002 This text provides Java developers with in-depth coverage of Web Services technology. It includes contributions from recognised Web Services experts and architects, including the Web Services team at IBM.

Web Performance Tuning-Patrick Killelea 2002 This handbook is for anyone responsible for a Web site, from the person running a personal site off a Linux PC at home up to large corporate site managers who wants to improve their performance right now.

High Performance Computing - HiPC 2001-B. Monien 2001-12-05 This book constitutes the refereed proceedings of the 8th International Conference on High Performance Computing, HiPC 2001, held in Hyderabad, India, in December 2001. The 29 revised full papers presented together with 5 keynote papers and 3 invited papers were carefully reviewed and selected from 108 submissions. The papers are organized in topical sections on algorithms, applications, architecture, systems software, communications networks, and challenges in networking.

Java Coding Problems-Anghel Leonard 2019-09-20 Develop your coding skills by exploring Java concepts and techniques such as Strings, Objects and Types, Data Structures and Algorithms, Concurrency, and Functional programming Key Features Solve Java programming challenges and get interview-ready by using the power of modern Java 11 Test your Java skills using language features, algorithms, data structures, and design patterns Explore areas such as web development, mobile development, and GUI programming Book Description The super-fast evolution of the JDK between versions 8 and 12 has increased the learning curve of modern Java, therefore has increased the time needed for placing developers in the Plateau of Productivity. Its new features and concepts can be adopted to solve a variety of modern-day problems. This book enables you to adopt an objective approach to common problems by explaining the correct practices and decisions with respect to complexity, performance, readability, and more. Java Coding Problems will help you complete your daily tasks and meet deadlines. You can count on the 300+ applications containing 1,000+ examples in this book to cover the common and fundamental areas of interest: strings, numbers, arrays, collections, data structures, date and time, immutability, type inference, Optional, Java I/O, Java Reflection, functional programming, concurrency and the HTTP Client API. Put your skills on steroids with problems that have been carefully crafted to highlight and cover the core knowledge that is accessed in daily work. In other words (no matter if your task is easy, medium or complex) having this knowledge under your tool belt is a must, not an option. By the end of this book, you will have gained a strong understanding of Java concepts and have the confidence to develop and choose the right solutions to your problems. What you will learn Adopt the latest JDK 11 and JDK 12 features in your applications Solve cutting-edge problems relating to collections and data structures Get to grips with functional-style

programming using lambdas Perform asynchronous communication and parallel data processing Solve strings and number problems using the latest Java APIs Become familiar with different aspects of object immutability in Java Implement the correct practices and clean code techniques Who this book is for If you are a Java developer who wants to level-up by solving real-world problems, then this book is for you. Working knowledge of Java is required to get the most out of this book.

GeoServer Beginner's Guide - Second Edition-Stefano Lacovella 2017-10-16 This step-by-step guide will teach you how to use GeoServer to build custom and interactive maps using your data.About This Book* Exploit the power of GeoServer to provide agile, flexible, and low -cost community projects* Share real-time maps quickly* Boost your map server's performance using the power and flexibility of GeoServerWho This Book Is ForIf you are a web developer with knowledge of server side scripting, have experience in installing applications on the server, and want to go beyond Google Maps by offering dynamically built maps on your site with your latest geospatial data stored in MySQL, PostGIS, MySQL, or Oracle, this is the book for you.What You Will Learn* Install GeoServer quickly* Access dynamic real-time geospatial data that you can easily integrate into your own web-based application* Create custom styles for lines, points, and polygons for great-looking maps* Command GeoServer remotely using REST* Tune your GeoServer instance for performance* Move GeoServer into production* Learn advanced topics to extend GeoServer's capabilitiesIn DetailGeoServer is an opensource server written in Java that allows users to share, process, and edit geospatial data. This book will guide you through the new features and improvements of GeoServer and will help you get started with it. GeoServer Beginner's Guide gives you the impetus to build custom maps using your data without the need for costly commercial software licenses and restrictions. Even if you do not have prior GIS knowledge, you will be able to make interactive maps after reading this book.You will install GeoServer, access your data from a database, and apply style points, lines, polygons, and labels to impress site visitors with real-time maps. Then you follow a step-by-step guide that installs GeoServer in minutes. You will explore the web-based administrative interface to connect to backend data stores such as PostGIS, and Oracle. Going ahead, you can display your data on web-based interactive maps, use style lines, points, polygons, and embed images to visualize this data for your web visitors. You will walk away from this book with a working application ready for production.After reading GeoServer Beginner's Guide, you will be able to build beautiful custom maps on your website using your geospatial data.Style and approachStep-by-step instructions are included and the needs of a beginner are totally satisfied by the book. The book consists of plenty of examples with accompanying screenshots and code for an easy learning curve.

Java/Jini Technologies and High-performance Pervasive Computing-Ken Arnold 2002

Evaluation and Implementation of the Java Messaging Service (JMS)-Michael Dempfle 2004-12-06 Diploma Thesis from the year 2000 in the subject Computer Science - Technical Computer Science, grade: 1.3 (A), University of Applied Sciences Augsburg, 20 entries in the bibliography, language: English, abstract: Messaging is playing an increasingly important role in enterprise computing. Its advantages are a natural result of several factors: the trend towards peer-to-peer computing, greater platform heterogeneity, and greater modularity, coupled with the trend away from synchronous communication between processes. In its effort to stay on top of important industry trends, Sun announced April 1998 (at the JavaOne Developer Conference) its plans to publish the Java Message Service (JMS) API, an interface for using existing enterprise messaging systems in a uniform manner. The version 1.0 specification, which was released in July, provides a set of interfaces and associated semantics that define how a JMS client accesses the facilities of an enterprise messaging product. Since its release, almost twenty vendors have stepped up to endorse the specification (including companies like IBM, Oracle, and BEA) and many companies have produced implementations.

Professional Java-W. Clay Richardson 2005-02-04 What is this book about? Professional Java builds upon Ivor Horton's Beginning Java to provide the reader with an understanding of how professionals use Java to develop software solutions. Pro Java starts with an overview of best methods and tools for developing Java applications. It then examines the the more sophisticated and nuanced parts of the Java JDK. The final and most extensive part of the book shows how to implement these ideas to build real-world applications, using both Java APIs as well as related Java open source tools. In short, this book provides a comprehensive treatment of the professional Java development process, without losing focus in exhaustive coverage of isolated features and APIs.

Learning Java-Patrick Niemeyer 2013-06-13 Java is the preferred language for many of today's leading-edge technologies—everything from smartphones and game consoles to robots, massive enterprise systems, and supercomputers. If you're new to Java, the fourth edition of this bestselling guide provides an example-driven introduction to the latest language features and APIs in Java 6 and 7. Advanced Java developers will be able to take a deep dive into areas such as concurrency and JVM enhancements. You'll learn powerful new ways to manage resources and exceptions in your applications, and quickly get up to speed on Java's new concurrency utilities, and APIs for web services and XML. You'll also find an updated tutorial on how to get started with the Eclipse IDE, and a brand-new introduction to database access in Java.

Java: High-Performance Apps with Java 9-Mayur Ramgir 2018-03-13 Optimize the powerful techniques of Java 9 to boost your application's performance Key Features Tackle all kinds of performance-related issues and streamline your development Dive into the new features of Java 9 Implement highly efficient and reliable codes with the help of new APIs of Java Embedded with assessments that will help you revise the concepts you have learned in this book Book Description Java 9 which is one of the most popular application development languages. The latest released version Java 9 comes with a host of new features and new APIs with lots of ready to use components to build efficient and scalable applications. Streams, parallel and asynchronous processing, multithreading, JSON support, reactive programming, and microservices comprise the hallmark of modern programming and are now fully integrated into the JDK. This book focuses on providing quick, practical solutions to enhance your application's performance. You will explore the new features, APIs, and various tools added in Java 9 that help to speed up the development process. You will learn about jshell, Ahead-of-Time (AOT) compilation, and the basic threads related topics including sizing and synchronization. You will also explore various strategies for building microservices including container-less, self-contained, and in-container. This book is ideal for developers who would like to build reliable and high-performance applications with Java. This book is embedded with useful assessments that will help you revise the concepts you have learned in this book. What you will learn Familiarize with modular development and its impact on performance Learn various string-related performance improvements, including compact string and modify string concatenation Explore various underlying compiler improvements, such as tiered attribution and Ahead-of-Time (AOT) compilation Learn security manager improvements Understand enhancements in graphics rasterizers Use of command-line tools to speed up application development Learn how to implement multithreading and reactive programming Build microservices in Java 9 Implement APIs to improve application code Who this book is for This book is targeted at developers who would like to build reliable and high-performance applications with Java.

Java Platform Performance-Steve Wilson 2000 Drawing on the authors knowledge of the Java programming language and their extensive experience working on performance issues, the book reveals common mistakes and misconceptions concerning the performance characteristics of Java technologies. It offers overall development strategies and concrete, battle-tested techniques to dramatically improve the performance of applications constructed with the Java programming language. Java Platform Performance highlights the importance of integrating performance evaluation into the application development process and discusses measurement techniques. The book then presents practical tactics for enhancing application performance in the areas of I/O, RAM footprint, small object management, algorithms, data structures, Swing, and deployment. Specific topics covered include: *Incorporating performance evaluation into the development process *Profiling and benchmarking *Building scalable, fast Swing GUIs *Using high-speed I/O *Computing and controlling the RAM footprint *Reducing the number of classes *Eliminating temporary objects *Selecting high-performance algorithms and data structures *Using Java native code and applet packaging efficiently

Infrastructure for Agents, Multi-Agent Systems, and Scalable Multi-Agent Systems-Tom Wagner 2001-06-27 Building research grade multi-agent systems usually involves a broad variety of software infrastructure ingredients like planning, scheduling, coordination, communication, transport, simulation, and module integration technologies and as such constitutes a great challenge to the individual researcher active in the area. The book presents a collection of papers on approaches that will help make deployed and large scale multi-agent systems a reality. The first part focuses on available infrastructure and requirements for constructing research-grade agents and multi-agent systems. The second part deals with support in infrastructure and software development methods for multi-agent systems that can directly support coordination and management of large multi-agent communities; performance analysis and scalability techniques are needed to promote deployment of multi-agent systems to professionals in software engineering and information technology.

SAP Performance Optimization Guide-Thomas Schneider 2013 • Make your SAP system run quickly and efficiently • Master core concepts like sizing, memory management, and database monitoring• Explore new topics such as SAP HANA, SAP Sybase ASE, and innovations in SAP NetWeaver AS Java• 7th Edition Updated for SAP NetWeaver 7. 3In today's high-stakes business environment, system performance is the king of the jungle. From system and load distribution, to memory management, to buffering and locks, you know there's a lot of ground to cover-and many pitfalls to avoid. Up to date for SAP NetWeaver 7.3, this authoritative guide to analysis and tuning offers the practical tips and real-world examples to reach your tuning potential day in and day out. Anticipate, identify, analyze, and solve performance problems to keep your SAP system on top.SAP BasisGet complete coverage of the SAP Basis hardware,

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Distributed Object-Oriented Architectures: Sockets, Java RMI and CORBA-Josef Stepisnik 2006-02-09 Inhaltsangabe: Abstract: Distributed computing is playing an increasingly important role in many areas of industry, the sciences, in business processes and in the development of new and emerging technologies. It facilitates inter-process communication across heterogeneous networks, hardware platforms and operating systems. We compare four distributed and object-oriented architectures: Sockets in Java 2, Sockets in Berkeley Unix, Remote Method Invocation in Java - RMI - and the Common Object Request Broker Architecture - CORBA - of the Object Management Group consortium. We provide a survey of each of the distributed architectures including its constituting components. To present the architectures in a practical context, we amend each survey with a corresponding application framework. We conclude with a comparative study of the Socket APIs in Java 2 and in Berkeley UNIX and the distributed object models of Java RMI and CORBA. Although the distributed object model as defined by CORBA represents an adopted industry standard, Java RMI has features unattainable by CORBA. The first part of the discussion offers a comprehensive overview of the Socket architecture in Java 2 and Berkeley UNIX and the distributed object model of Java Remote Method Invocation and the Common Object Request Broker Architecture. The second part concludes the discussion with a comparative study of selected features with emphasis on the Common Object Request Broker Architecture and Java Remote Method Invocation. Chapter 1 - The TCP/IP Protocol Suite: We provide an introductory overview of the TCP/IP protocol suite and its architecture including layers and protocols. The TCP/IP architecture is based on three concepts: processes, layers and protocols. There is no official protocol model as compared to the OSI proposal. We can however devise a logical structure of the TCP/IP protocol suit based on the associated protocols and their relationships. The chapter concludes with a brief discussion of Internet-related organizations and standards. Chapter 2 - Sockets in Berkeley Unix: We present the Berkeley UNIX socket architecture in relation to the Internet communication domain and illustrate connection-oriented and connectionless models of communication. The socket architecture forms the basis for the development of distributed applications. A socket represents an endpoint of communication for connectionless or connection-oriented protocols. A socket address data structure [...]

Effective Kafka-Emil Koutanov 2020-03-17 The software architecture landscape has evolved dramatically over the past decade. Microservices have displaced monoliths. Data and applications are increasingly becoming distributed and decentralised. But composing disparate systems is a hard problem. More recently, software practitioners have been rapidly converging on event-driven architecture as a sustainable way of dealing with complexity — integrating systems without increasing their coupling. In Effective Kafka, Emil Koutanov explores the fundamentals of Event-Driven Architecture — using Apache Kafka — the world's most popular and supported open-source event streaming platform. You'll learn: • The fundamentals of event-driven architecture and event streaming platforms • The background and rationale behind Apache Kafka, its numerous potential uses and applications • The architecture and core concepts — the underlying software components, partitioning and parallelism, load-balancing, record ordering and consistency modes • Installation of Kafka and related tooling — using standalone deployments, clusters, and containerised deployments with Docker • Using CLI tools to interact with and administer Kafka classes, as well as publishing data and browsing topics • Using third-party web-based tools for monitoring a cluster and gaining insights into the event streams • Building stream processing applications in Java 11 using off-the-shelf client libraries • Patterns and best-practice for organising the application architecture, with emphasis on maintainability and testability of the resulting code • The numerous gotchas that lurk in Kafka's client and broker configuration, and how to counter them • Theoretical background on distributed and concurrent computing, exploring factors affecting their liveness and safety • Best-practices for running multi-tenanted clusters across diverse engineering teams, how teams collaborate to build complex systems at scale and equitably share the cluster with the aid of quotas • Operational aspects of running Kafka clusters at scale, performance tuning and methods for optimising network and storage utilisation • All aspects of Kafka security —including network segregation, encryption, certificates, authentication and authorization. The coverage is progressively delivered and carefully aimed at giving you a journey-like experience into becoming proficient with Apache Kafka and Event-Driven Architecture. The goal is to get you designing and building applications. And by the conclusion of this book, you will be a confident practitioner and a Kafka evangelist within your organisation — wielding the knowledge necessary to teach others.

Developing Scalable Series 40 Applications-Michael Juntao Yuan 2005 Back Cover Copy: Developing Scalable Series 40 Applications Developing Scalable Series 40 Applications: A Guide for Java Developers I have had the good fortune to be involved with mobile Java from the very beginning, and I know what it takes to be successful in this marketplace. This book will help you be successful with mobile Java application design and development. If you take the information inside and sprinkle it with some imaginative application ideas, you will have a winning combination. --Jon Bostrom, Senior Director, CTO Java Technology Platforms, Nokia The First Official End-To-End Solutions Guide for Every Nokia Series 40 Developer Nokia's Series 40 Developer Platform gives Java developers access to the world's highest-volume, fastest-growing, and most exciting mobile markets. Nokia sells close to 100 million units within their Developer Platform families every year, and Series 40 Developer Platform is the highest volume platform in the family. Success on this platform is crucial for the commercial success of any mobile application. deep knowledge of the platform and advanced programming skills are required to develop effective Series 40 applications. Knowledge of the Series 40 Developer Platform can be applied to the Java environment on all Nokia Developer Platform devices including Series 60 smartphones, Series 80 enterprise communicators, and Series 90 rich-media devices. To reduce duplication of development costs, it is also important to write scalable applications so that you can easily optimize them across different devices within and beyond the Series 40 Developer Platform. Now there is an official developer's guide that can help you build high-performance and scalable Series 40 applications for both Mobile Information Device Profile (MIDP) 1.0 and 2.0 devices. Fully reviewed by Nokia's subject matter experts, this book covers the entire development process--from design and coding through testing and deployment. The authors walk you through 11 complete example applications, presenting downloadable client and server source code that you can use to jump-start virtually any project. 40, review crucial architectural issues, introduce key mobile-design patterns, discuss scalability and device optimization strategies, and offer dozens of best practices and tips--many of which have never before been published. Coverage includes*Identifying your best opportunities and killer applications for mobile development *An introduction to Nokia's Developer Platforms and tools*Building effective MIDP 2.0 user interfaces for devices built on the Series 40 Developer Platform*Building animated mobile games*Handling persistent and networking data*Working with essential Series 40 APIs, including the Wireless Messaging, Mobile Media API, and Bluetooth APIs*End-to-end design patterns and best practices*Proven techniques for scaling and optimizing applications across devices*Implementing test-driven development to improve software quality*Building mobile service applications with Multimedia Messaging Service (MMS) and WAP (c) Copyright Pearson Education. All rights reserved.

Hands-On Reactive Programming in Spring 5-Oleh Dokuka 2018-10-08 Explore the reactive system and create efficient microservices with Spring Boot 2.1 and Spring Cloud Key Features Understand the kind of system modern businesses require with Spring Gain deeper insights into reactive programming with Reactor and Spring Cloud Get in-depth knowledge on asynchronous and nonblocking communication with Spring 5 WebFlux Book Description These days, businesses need a new type of system that can remain responsive at all times. This is achievable with reactive programming; however, the development of these kinds of systems is a complex task, requiring a deep understanding of the domain. In order to develop highly responsive systems, the developers of the Spring Framework came up with Project Reactor. Hands-On Reactive Programming in Spring 5 begins with the fundamentals of Spring Reactive programming. You'll explore the endless possibilities of building efficient reactive systems with the Spring 5 Framework along with other tools such as WebFlux and Spring Boot. Further on, you'll study reactive programming techniques and apply them to databases and cross-server communication. You will advance your skills in scaling up Spring Cloud Streams and run independent, high-performant reactive microservices. By the end of the book, you will be able to put your skills to use and get on board with the reactive revolution in Spring 5.1! What you will learn Discover the difference between a reactive system and reactive programming Explore the benefits of a reactive system and understand its applications Get to grips with using reactive programming in Spring 5 Gain an understanding of Project Reactor Build a reactive system using Spring 5 and Project Reactor Create a highly efficient reactive microservice with Spring Cloud Test, monitor, and release reactive applications Who this book is for This book is for Java developers who use Spring to develop their applications and want to build robust and reactive applications that can scale in the cloud. Basic knowledge of distributed systems and asynchronous programming will help you understand the concepts covered in this book.

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